

1. Walkthrough & Maps Intro (PC Version)

Written by Old-Republic.com

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This walkthrough is not detailed to the point of what specifically to say, nor does it contain step-by-step analysis of combat strategies, Pazaak playing tactics or swoop racing methods. It does contain in-game maps of all the major areas from the game, with map notes delineating points of interest. Along the way, you'll be able to see how to accept and complete most of the quests in the game. There are also general strategy tips and how-to's on the Basic Game Information page, analysis of the different classes with a look at skills and feats, and brief descriptions of your available party members. Throughout this walkthrough I will refer to "first Star Map" or "third Star Map". These reference the four Star Maps (one each on Tatooine, Kashyyyk, Maanan and Korriban) that you have to find after leaving Dantooine. I know there is a Star Map on Dantooine as well, but I'm not including it in my count (think of it as the 0th Star Map). Up through Dantooine, your course is plotted for you. Once you leave Dantooine, you can retrieve the other maps in any order; thus, I reference them by number rather than by specific world. This walkthrough was written while playing v1.01 of the PC edition of Knights of the Old Republic. Later patches may cause some slight variation in the information given in this guide.

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